

HOW TO USE:

The Campaign Creator Deck can be used in multiple ways. Shuffle and draw cards, placing them beside one another, to create a string of events that will guide you when writing and planning for your next campaign.

CARD TYPES:

- Q** **Quests:** These cards make up the main beats of the campaign. Draw them and place them in a line above 'Themes'.
- I** **Interludes:** These can be drawn and placed between 'Quest' cards. They depict areas of respite, or lesser importance to the campaign narrative.
- T** **Themes:** These cards are drawn and placed below 'Quest' cards, attaching a single theme to the overall campaign, or many themes to several 'Quests'.

Split into the three coloured decks and draw, or draw from all of the cards at random!

ADDITIONAL TOOLS:

D6 PROMPTS:

After drawing from your deck, roll a handful of six-sided dice and place them on your cards. These can determine the difficulty level of a 'Quest', or provide unique words and ideas associated with the drawn 'Interludes' and 'Themes'. These words can be used as further prompts when writing the campaign narrative.

D6

FLIP A COIN:

Another way to gain more depth from the cards drawn is to flip coins and place in the top corners of the 'Quest' cards. A 'Heads' will represent a 'Quest' being embarked upon for personal reasons, whereas a 'Tails' represents a job, or contract, of some kind. A 'Quest' may start out as a job, but become personal, or a personal 'Quest' may lead to employment.

COIN

These tools are optional, and the coins can be changed to represent anything you wish!

SLAY — THE — BEAST

Pick up a contract to slay a monster, or hunt for the beast that tore your friends apart. Perhaps fiends stalk the city streets at night, preying on the weak...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q

INFILTRATE — & — RESCUE

Use stealth and break into a prison to free a friend or a person of interest. Perhaps an NPC has been locked away by a monster far too powerful to confront...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q

PUZZLES — & — TRAPS

Can you bypass a guild's trip wires? Perhaps you come across a bandits' trap filled camp. Maybe you wish to try your hand at solving ancient puzzles...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q

ASSASSINATE — YOUR — TARGET

Take out a political figure or an adversary in the shadows. Perhaps a guild asks you to kill a popular nobleman. Can you make it look like an accident?...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q

DUEL — OR — OPEN COMBAT

Duel against someone who wronged you, or choose a side on the field of battle. Perhaps you become embroiled in a series of dangerous skirmishes...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q

ESCORT — MISSION —

Help an NPC reach their destination, or guard a shipment of goods. Perhaps the town mayor trusts you to escort his newly wedded wife to the city...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q



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S STORY CARDS:

THE '8' ELEMENTS OF A QUEST:

1. Enemies
2. Allies
3. Setting
4. Lore
5. Problems
6. Solutions
7. Secrets
8. Objectives



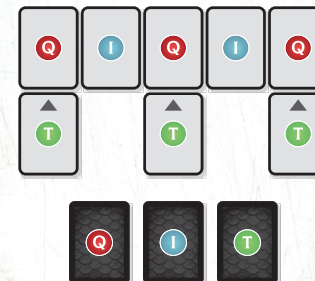
When planning your new campaign, lay out the 'Story' cards beside one another, next to your campaign layout. For each 'Quest' card, make notes on the eight elements listed on the story cards (or above). By including these eight elements into each 'Quest', the experience will become much more rich and tangible.

For a more advanced use of the 'Story' cards, insert them between 'Quest' and 'Interlude' cards as prompts for when those 'Story' elements may arise in the campaign. The 'Enemies' element, for example, may represent the reveal of the campaign's main antagonist.

The eight elements can also be used to plan the overall arc of your new campaign.

CAMPAIGN DECK LAYOUT EXAMPLE:

Once you have drawn and placed your cards, try to think how adjacent cards can flow together and affect one another. The titles of the cards can be used as inspiration for campaign events, and do not have to be taken literally.



You can, if you wish, draw less 'Interlude' cards and have directly adjacent 'Quest' cards.



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DEFEND — A — LOCATION

Make your stand! Perhaps you fortify your base, prepare for an incoming assault, or, maybe, the town is under siege. Ready your spells and your weapons...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6



PLAN — A — HEIST

Scope out an art gallery, or take notes on the movements of the town guard. Perhaps you need to steal a priceless artifact to please your benefactor...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6



FIND — OR — FETCH

Seek out a resource or a person. Perhaps you need to find a magical item before an opposing adventuring party beats you to it, or search the land for a wanted man...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6



FIND — A — CURE

Find a way to cure an ailment, a curse or other such affliction. Perhaps a plague sweeps through the kingdom, or a family member has fallen prey to dark magic...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6



CHASE — OR — RACE

Run down your enemies with haste, or beat your opposition to a certain location. Perhaps you wish to test your horse or chariot in a literal race...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6



MAP — THE — LAND

Become a cartographer. Perhaps a local guild has asked you to venture into dangerous territory, and map it as best you can. Maybe you wish to find new lands...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6



DELVE — IN THE — DEEP

Venture into gloomy caves or delve into haunted dungeons. Perhaps you wish to find treasure, or answers in the deep. The foul things of the dark wait for you...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6



POLITICS — & — INTRIGUE

Become embroiled in backstabbing politics. Attempt to discover secrets or documents in order to oust those in power. Perhaps you wish to rule instead...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6





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IMPERSONATE —AN— OFFICIAL

Don your costume and learn to walk like a nobleman. Perhaps you infiltrate a royal wedding, or attempt to join a rival guild. You wear many masks...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q

INVESTIGATE —A— MYSTERY

Do you fancy yourself a detective? Perhaps you wish to solve a string of murders, or search for clues in the night to prove your innocence of a grisly crime...

- 1 Very Easy
- 2 Easy
- 3 Medium
- 4 Hard
- 5 Very Hard
- 6 Nearly Impossible

D6

Q

REST —YOUR— HEAD

Find somewhere to get some well earned rest. Sleep, eat, and drink ale. Perhaps you wish to be productive and mend dented armour or restring bows...

- 1 Camp
- 2 Farmstead
- 3 Village
- 4 Keep
- 5 Town
- 6 City

D6

I

ESCAPE —FROM— DANGER

Flee from your last position. Perhaps an unbeatable force gives chase, or nature herself threatens you. Can your legs carry you to safety before they catch you?...

- 1 Monster
- 2 Army/Force
- 3 The Law
- 4 Disaster
- 5 A God's Wrath
- 6 Collapsing Environment

D6

I

ON THE —LONG— ROAD

The road more travelled should be the easier route, but perhaps you attract unwanted attention, or suffer a wagon collision with some dangerous folk...

- 1 Caravan Route
- 2 Trade Route
- 3 Back-road
- 4 Toll Road
- 5 Pilgrim's Path
- 6 Cobbled Highway

D6

I

PRAYER —&— PENANCE

Visit the temple of your chosen deity. Perhaps you wish to make an offering, or pray for good luck in the battles to come, at the altar of the gods...

- 1 Shrine
- 2 Church
- 3 Abbey
- 4 Cathedral
- 5 Graveyard
- 6 Ruined Temple

D6

I

READING —&— RESEARCH

Spend some time delving into old tomes and doing some research. Perhaps you seek a lost location, or information on how to slay an immortal...

- 1 Library
- 2 School
- 3 University
- 4 Temple
- 5 Guild
- 6 City Archives

D6

I

TRAIN —OR BE— TUTORED

Hone your skills and practice; with your weapon or your mind. Perhaps you wish to find a teacher, and learn from them what you can before your next quest...

- 1 Combat
- 2 Crafting
- 3 Cooking
- 4 Art
- 5 Magic
- 6 Specific Guild Skills

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EARN — SOME — COIN

Work a trade while in the city. Perhaps you wish to live a simpler life for a time, and work in the lumber mill or behind the bar at the tavern for pay...

- 1 Guard
- 2 Lumberjack
- 3 Barkeep
- 4 Stone Mason
- 5 Artist
- 6 Specific Guild Job

D6

I

VISIT — THE — TAVERN

Drink yourself into a stupor, play games, or gorge on roasted meat. Perhaps you seek employment, or information from the strange locals...

- 1 Drink
- 2 Eat
- 3 Brawl
- 4 Interrogate
- 5 Play Games
- 6 Pay for a Room

D6

I

CRAFT — NEW — ITEMS

Spend your time crafting new items for your adventurer's pack. Perhaps you wish for a new blade or poisoned arrows. You could carve an idol of your patron...

- 1 Weapons
- 2 Tools
- 3 Jewellery
- 4 Bric-à-brac
- 5 Magical Items
- 6 Armour

D6

I

GATHER — SOME — RESOURCES

Use the land to gain resources, to sell or to craft items. Perhaps you wish to start an alchemy set, or chisel out a number of statues from precious rock...

- 1 Herbs
- 2 Stone / Ore
- 3 Mushrooms
- 4 Wood
- 5 Gems / Crystals
- 6 Fruit / Vegetables

D6

I

BUILD — YOUR — BASE

Take some time to build a structure to call home. Perhaps you need to store your treasure, or simply wish to have a warm hearth when not on the road...

- 1 Cabin
- 2 House
- 3 Tower
- 4 Castle
- 5 Boat
- 6 Lair

D6

I

FIGHT — IN THE — ARENA

Enter the arena to earn fame and coin! Perhaps you feel your skill is of a level to take on the arena champion, or maybe you should begin with lesser enemies...

- 1 Monsters
- 2 Humans
- 3 Animals
- 4 Chariots
- 5 Naval Battle
- 6 Magical Duels

D6

I

GAMBLING — & — GAMES

Bet some coin or join a local sports team. Perhaps you wish to play cards at the campsite, or come across a group jousting on the backs of strange beasts...

- 1 Visit a Casino
- 2 Dice Game
- 3 Card Game
- 4 Jousting
- 5 Target Archery
- 6 Arm Wrestling

D6

I

TRAVERSE — THE — WILD

Travel across the wilderness. Perhaps your next destination lies beyond a mountain range, a dark forest not fit for the weary, or the hot dunes of a desert...

- 1 Grassy Plains
- 2 Deep Forest
- 3 The Wetlands
- 4 Hot Desert
- 5 Frozen Tundra
- 6 Mountain Range

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MERCHANTS & MARKETS

You visit some strange market and explore the wares. Perhaps you wish to buy a new weapon, or pack provisions for your next venture into the wild...

- 1 Pavilions
- 2 Stone Plaza
- 3 Flea Market
- 4 Port / docks
- 5 Store-Fronts
- 6 Magical Market

D6

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ATTEND THE EVENT

Put on your fancy clothes and put your weapons away. Perhaps you wish to catch a show, or drink with pompous nobles at the masquerade ball and dance...

- 1 Grand Ball
- 2 Town Fair
- 3 Theatre
- 4 Ritual
- 5 Music Venue
- 6 Circus

D6

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DREAD & HORROR

Add an element of terror. Perhaps the ghost of an old resident haunts the manor, or a nearby necromancer raises the recent dead to wreak havoc in town...

- 1 Psychological
- 2 Supernatural
- 3 Cosmic
- 4 Mutations
- 5 Necromancy
- 6 Demoniac

D6

T

GUILDS & ALLIANCES

Add guilds, factions and mercenaries. Perhaps you wish to join a guild to learn certain skills, or maybe you need strong allies for the fights to come...

- 1 Assassins
- 2 Thieves
- 3 Cults
- 4 Alchemists
- 5 Mages
- 6 Mercenaries for Hire

D6

T

FACE YOUR DEMONS

Add an element of internal struggle. Your past catches up to you, or your dark acts set in motion a chain of awful events. Will your flaws define you?

- 1 PC's Past
- 2 Phobias
- 3 Secrets
- 4 Punishment
- 5 Addiction
- 6 Personality Flaws

D6

T

FIGHT TO SURVIVE

Add an element of survival. Perhaps monsters are far deadlier here, or resources are fewer and hard to come by. Death is a sure thing in this world...

- 1 Water is rare
- 2 Food is rare
- 3 Weaker PCs
- 4 Items Break
- 5 Fewer Resources
- 6 Dismemberment

D6

T

SAIL THE SEAS

Add nautical elements. Perhaps you travel between the islands of an archipelago, or fight pirates within sunken tombs. Let compass and stars guide you...

- 1 Islands
- 2 Pirates
- 3 Buried Gold
- 4 Royal Fleet
- 5 Beneath the Sea
- 6 Commandeer a ship

D6

T

SAIL THE SKIES

Explore the skies. Perhaps you steal an airship to reach a long forgotten magical island in the clouds. Maybe winged creatures can be trained as pets...

- 1 Airships
- 2 Cloud Temple
- 3 Sky Islands
- 4 Winged Mounts
- 5 Magical Storms
- 6 Floating Cities

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ASH & SAND

Add dry deserts and volcanic peaks.
A burning sun bakes the land. Long dried canyons wind like snakes across the cracked plains. Shade is hard to come by...

- 1 Wasteland
- 2 Steppe
- 3 Red Plateaus
- 4 Volcanoes
- 5 Coastal Desert
- 6 Scorched Plains

D6

T

PORTALS & PLANES

Add elements of interdimensional travel. Leap through portals to other worlds, or traverse planar landscapes of alien origin. Will you ever reach home...

- 1 Closed Portal
- 2 Open Portal
- 3 Planar Beings
- 4 Alien Craft
- 5 Merging Worlds
- 6 Alternate Realities

D6

T

WEALTH & POVERTY

Add elements of riches, poverty, or a great wealth gap. Perhaps the poorer class are planning an uprising. Maybe those in power no longer prosper...

- 1 Starvation
- 2 Rebellion
- 3 Class War
- 4 Noble Houses
- 5 Hoarding Treasure
- 6 Slums and Orphans

D6

T

LAWS & JUSTICE

Add elements of law and order. Perhaps you wish to bring criminals to justice, or want to avoid law enforcers altogether. Law or chaos? Maybe crime does pay...

- 1 Honourable
- 2 Knight's Code
- 3 Court House
- 4 Inquisition
- 5 Law Abiding
- 6 Justice is Done

D6

T

PATRIOTISM & LOYALTY

Add elements of patriotism. Perhaps you are loyal to your people and fight for king and country. An overly patriotic villain may think themselves the hero...

- 1 Devotion
- 2 Militaristic
- 3 In Service
- 4 Heroic Acts
- 5 Loyal to a Fault
- 6 The Greater Good

D6

T

MOUNTAINS & GLACIERS

Add high peaks and snow-filled ravines. Perhaps the campaign takes place in a freezing climate, snowfall heavy and winter furs. The tundra stretches far...

- 1 Tundra
- 2 Plains of Ice
- 3 Ever Winter
- 4 Mountain Pass
- 5 Boreal Forest
- 6 The Highest Peaks

D6

T

VERDANT & DAMP

Add forests, swampland or jungles. Heavy rainfall, humidity, strange plant-life. Perhaps a tide of green growth threatens to wrap the world in its roots...

- 1 Forests
- 2 Jungles
- 3 Swampland
- 4 Farmland
- 5 Flooded Plains
- 6 Stormy Highland

D6

T

FOLKLORE & MAGIC

Add elements of folklore and myth. Perhaps the Fey wander the woods, or tales of a headless rider are rife in the taverns. The old magic stirs in the dark...

- 1 Folk Songs
- 2 Fairies
- 3 Slavic Folklore
- 4 Celtic Myths
- 5 Burial Mounds / Henges
- 6 Magical Locations

D6

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MAN —VS— NATURE

Add an element of natural disaster. Perhaps a great storm is uprooting trees or flooding the streets. An earthquake may cause the town to crumble...

- 1 Tornado
- 2 Avalanche
- 3 Flooding
- 4 Earthquake
- 5 Tsunami
- 6 Erupting Volcano

D6

T

LOVE —&— ROMANCE

Add romantic elements. Perhaps the kingdom falls into civil war, due to the forbidden love of a ruler's offspring. Maybe an evil rises to avenge its lover...

- 1 Forbidden
- 2 Obsession
- 3 Passion
- 4 Longing
- 5 Widowed
- 6 Infatuation

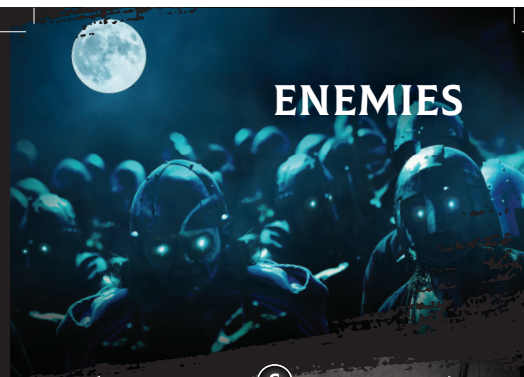
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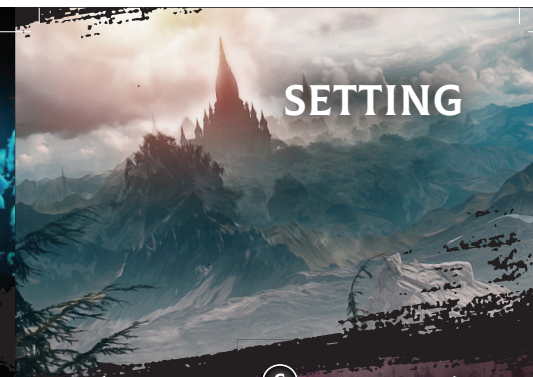
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ENEMIES



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SETTING



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ALLIES



LORE



PROBLEMS



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SECRETS



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SOLUTIONS



OBJECTIVES





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CAMPAIGN SKETCH:

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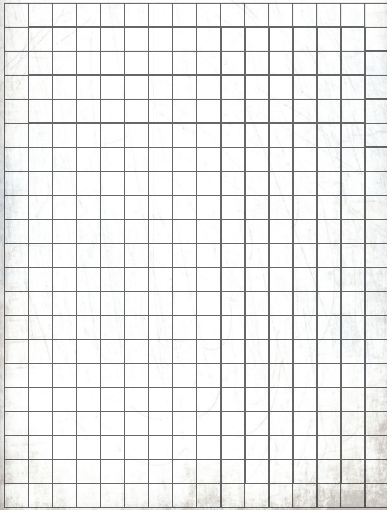
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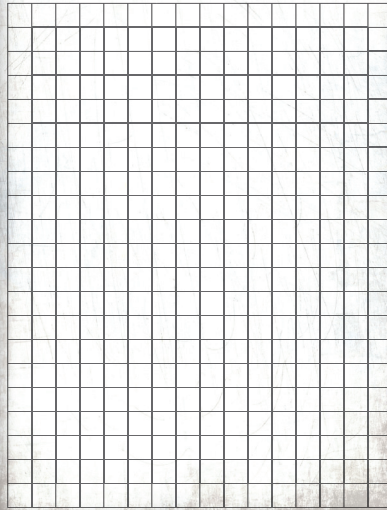
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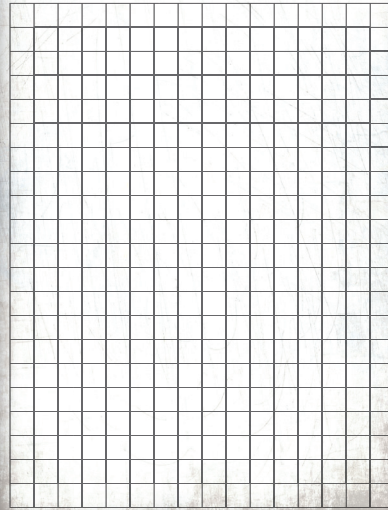
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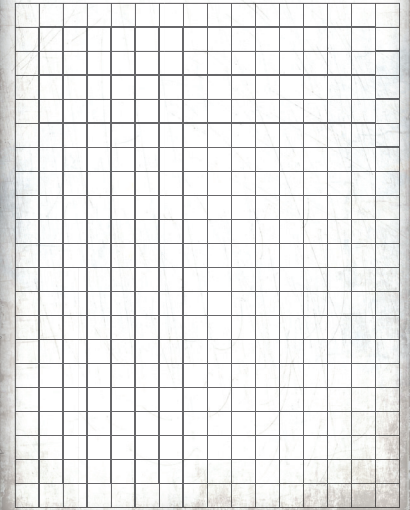
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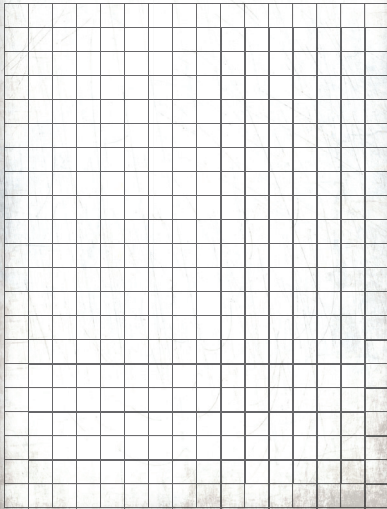
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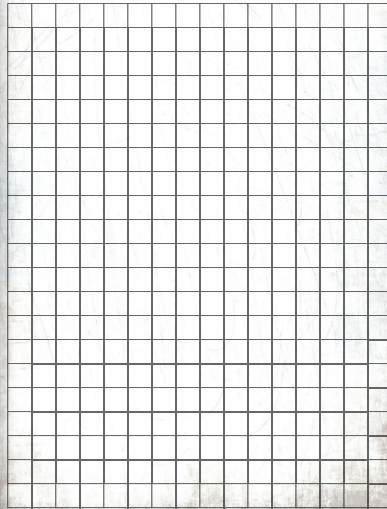
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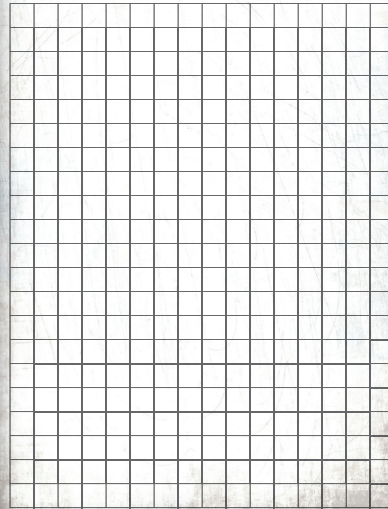
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